THE WORLD'S BIGGEST-SELLING C64 MAGAZINE!

SPECIAL ISSUE
FREE

CF

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Commodore FORMAT

POWERTESTED

MORE C64 REVIEWS THAN ANY OTHER MAG! We play every single new C64 title that comes out. So don't risk buying a bad game – check them all out in *CF*'s review pages!

PLUS LOADS MORE...

LOOK WHAT YOU GET

2 COMPLETE GAMES!
2 PLAYABLE DEMOS!

Get the most out of TERMINATOR 2

Check out our playing tips on page 5

Commodore FORMAT

2 COMPLETE GAMES!

Every month you're treated to two full C64 games, hand-picked for their quality and variety. With superb instructions, plus hints 'n' cheats in the following issue these tapes build into a library of classic C64 software!

POWER PACK

2 DEMOS!

Every issue we take the cream of the new C64 titles and turn them into fully playable demos. There's no better way of deciding what you think of a new game than actually playing it. There are two demos each issue – and sometimes even more!

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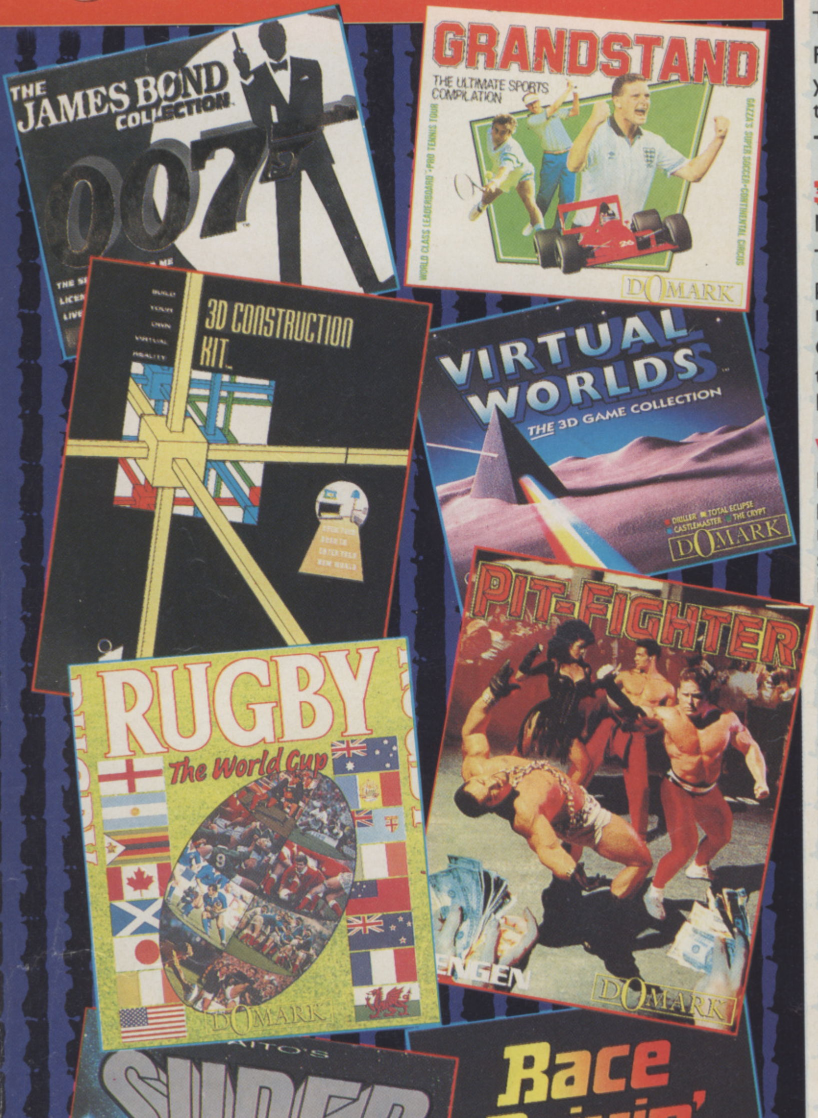
8 INTO YOUR 64 WILL GO!



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Welcome to the Commodore 64... Welcome to Commodore Format

This Special Edition of* Commodore Format*, Britain's biggest and best-selling C64 magazine, has been lovingly hand-crafted just for you as an introduction to the wonderful world of the Commodore 64. We hope you enjoy it, that you find it useful, and that you read* Commodore Format *every month. But before we get down to the serious business of playing* Terminator 2*, here's a special letter from Stephen Franklin, Managing Director of Commodore UK...

Dear reader,

On behalf of Commodore I am delighted to welcome you to the world of the C64, the UK's most versatile home computer.

Undoubtedly the 64 is the most popular and best value for money machine on the market.

There is a wide choice of peripherals and literally thousands of software titles that enable you to enjoy and get the most from this brilliant machine.

The C64 is an excellent computer for art and design, music, business and, of course, programming. And for games there is no better choice. We are entering a new era with this cartridge based machine. The games you can now buy are bigger and better than ever before! So please read this specially prepared edition of Commodore Format and accept the challenge offered by this amazing machine.

Yours sincerely

Stephen Franklin
MANAGING DIRECTOR – COMMODORE UK

Hello, everyone!

I'm Colin Campbell, editor of *Commodore Format*, and I'd like to welcome you to this special edition of our magazine.

By opening the box you have already been introduced to the best eight-bit computer in the world. And now, by reading this mag, you've been introduced to the biggest-selling C64 magazine in the world!

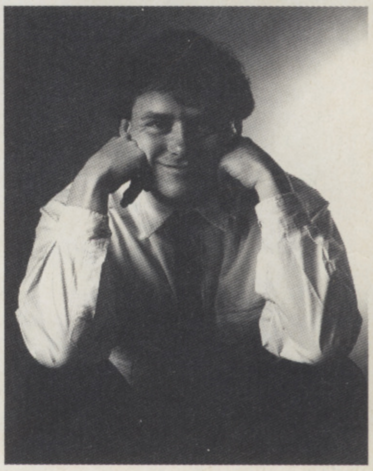
Everyone who works on *Commodore Format* is a great C64 fan. It has to be said, we do play an awful lot of games, but that's only so we can tell you which are the best ones to buy.

But the C64 isn't just a (very good) games machine. With the right equipment, you can draw pictures, compose music, write a book – maybe even code your own game. This special edition of the magazine should give you a glimpse of the C64's potential.

For more information, join us – and every other C64 owner in the country – every month.

See you then!

Colin Campbell
EDITOR – COMMODORE FORMAT



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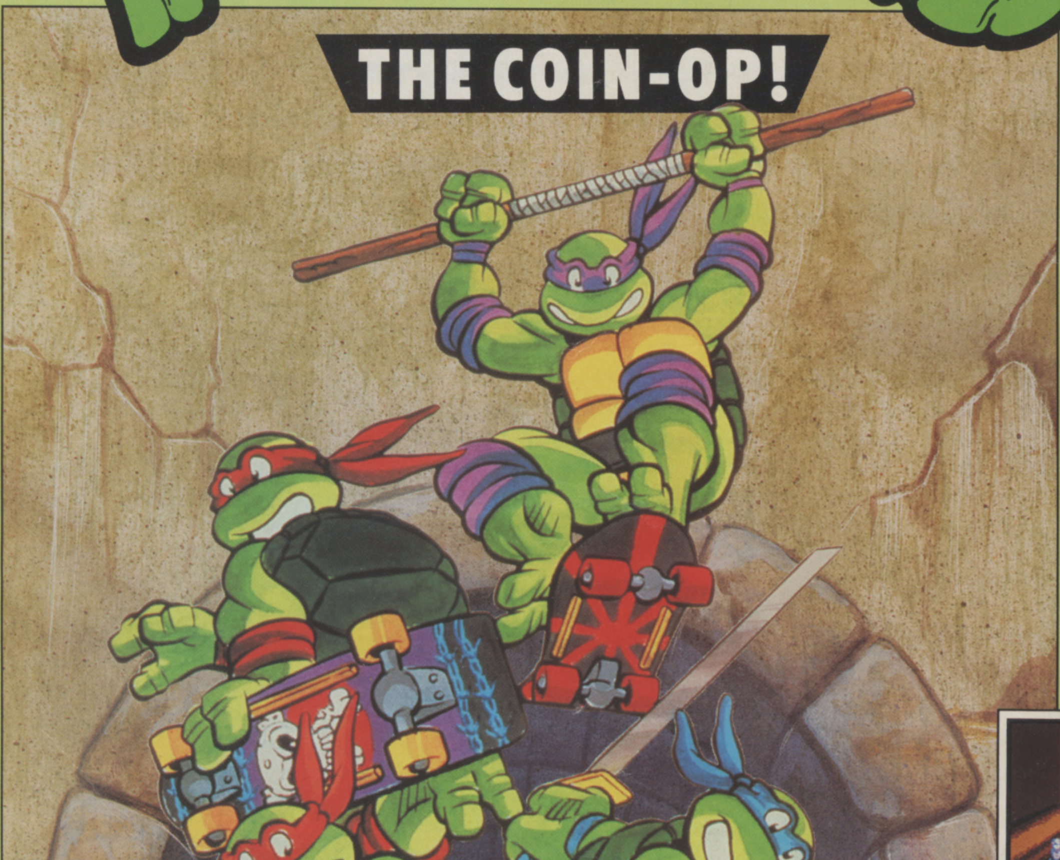

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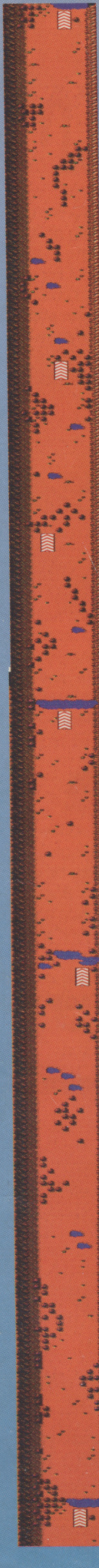
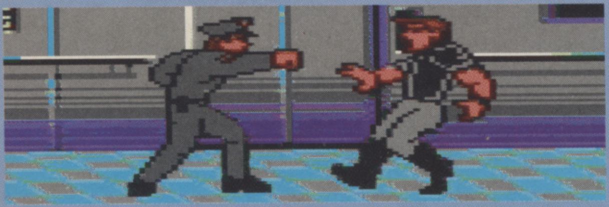


TERMINATOR 2

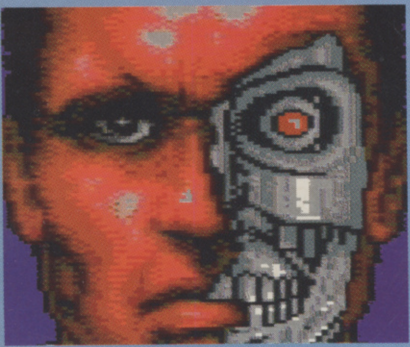
WARNING! PLAYING TIPS

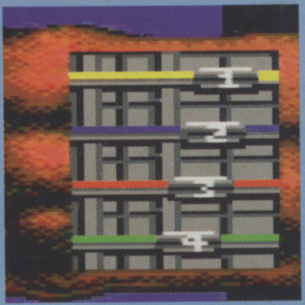
T2 is a bit of a toughie, so we've prepared this player's guide. Beware! If you don't want to cheat, flip the page now!



LEVELS 1, 5 AND 9 ▲

These beat 'em up sections are difficult to provide any decent tips for. It'll take a lot of practice on each one to find the best methods. But don't succumb to the lure of pushing left and hammering the fire button. Wait for the T1000 to approach and use the punch or kick when he gets in range. Use the defence manoeuvre to prevents T1000 removing too much energy.





◀ LEVEL 3

Tile slider number one, where you have to repair Arnie's arm. This one is easier than level 6, and is made simpler still when you know what the final picture is supposed to look like.

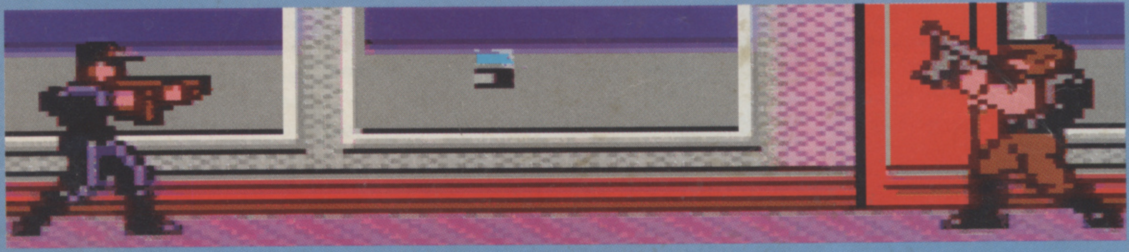
LEVEL 6 ▲

This second tile-sliding puzzle is a little easier if you have a picture of Arnie's face in front of you to work from – so here it is!

LEVEL 7 ▼

Easy-peasy this level. To get Arnie out of the Cyberdyne labs, run left, ignore the first elevator and carry on. Catch the second elevator down. Run right to the end andcatch the elevator to the ground floor. Run left and it's hasta la vista level seven.

If your energy gets low, take your time. Keep ducking, watch the enemy fire, and then bob up and take a few pot-shots. It's a doddle, just be patient.



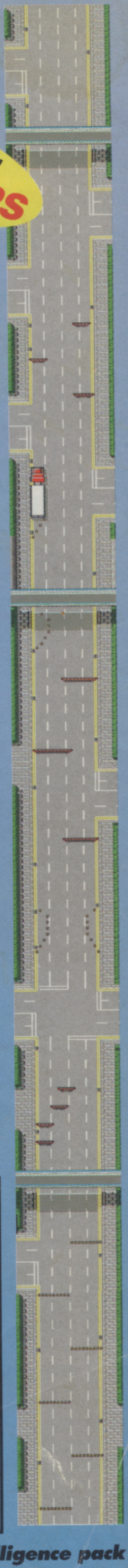
◀ LEVEL 2

After the first 'easyish' section, suddenly you're hit with 'very hard indeed'. Study our sewer plan on the left, memorise the layout and get ready to steer round all the obstacles. Or better still, get someone to call out directions as you go along.

The whole map cycles round a few times, so this level takes a lot of concentration and quick reactions.

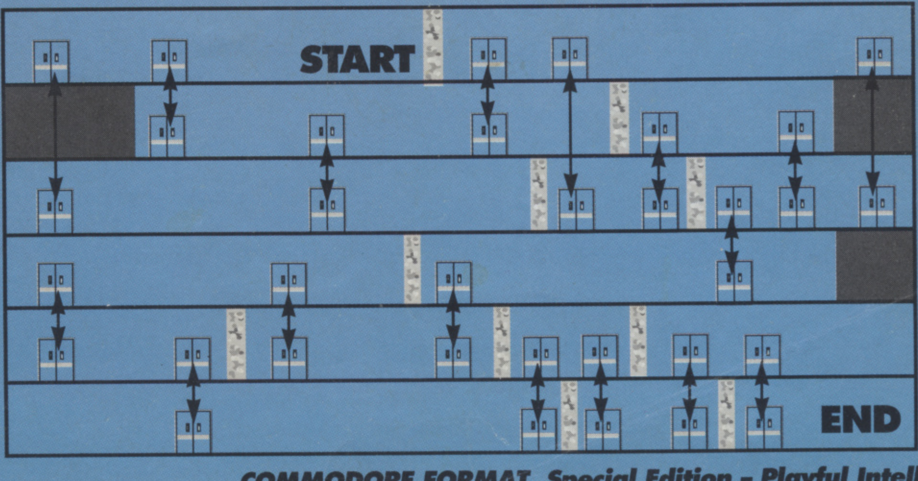
LEVEL 8 ▶

With a T1000 in a helicopter on your tail, you have enough problems without having to worry about the street layout. So we've taken the worry away by making a map of the route. As with level two the map keeps on cycling round, but you only have to memorise the part shown. Keep your eye on the road, avoid the approaching hazards, and hammer that fire button!

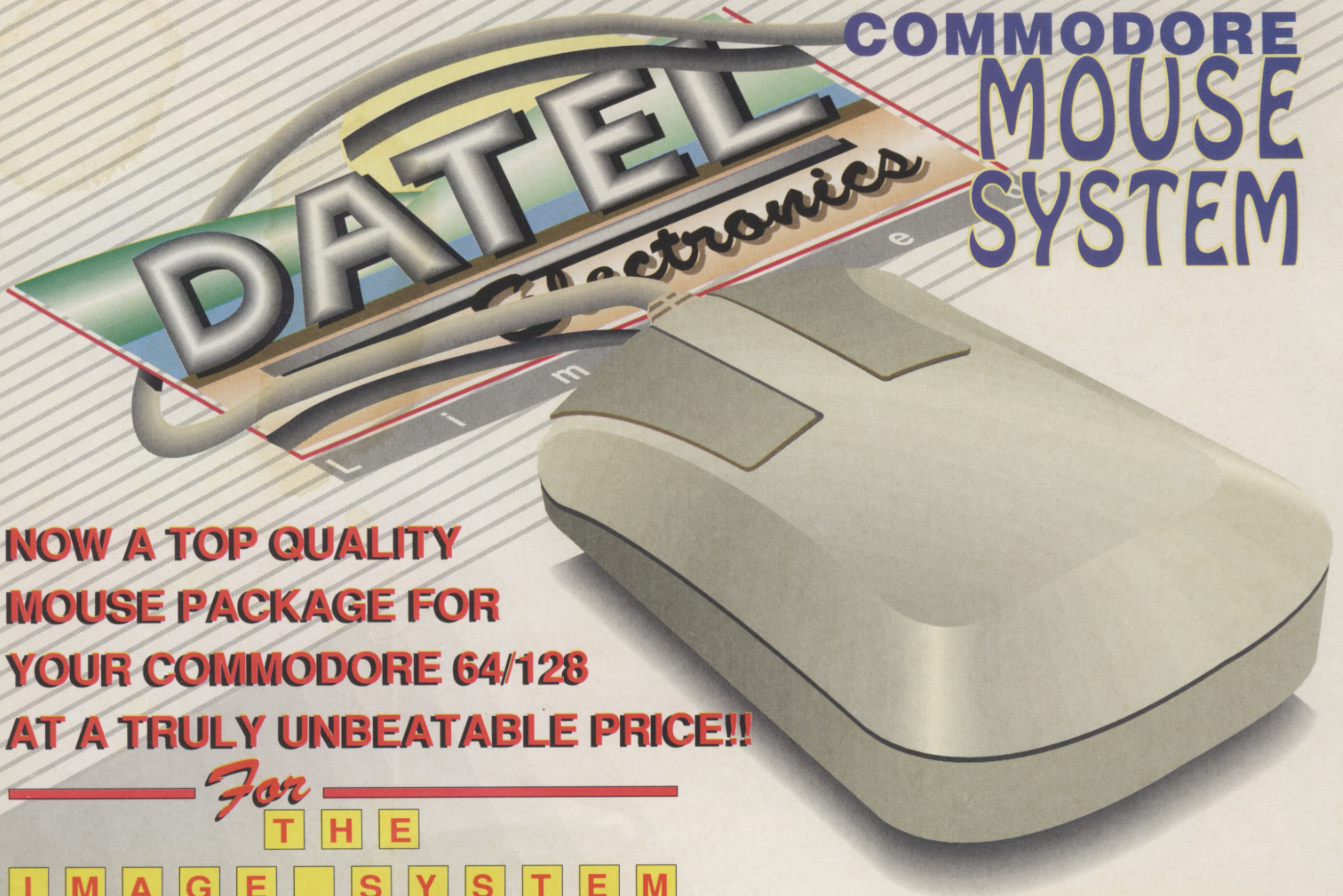


LEVEL 4 ▶

Here you have to guide Sarah Connor through the corridors and elevators of the Pescadero mental institute. Don't worry if you think our route map gives the game away – this tricky level is still a tough nut to crack!



COMMODORE MOUSE SYSTEM



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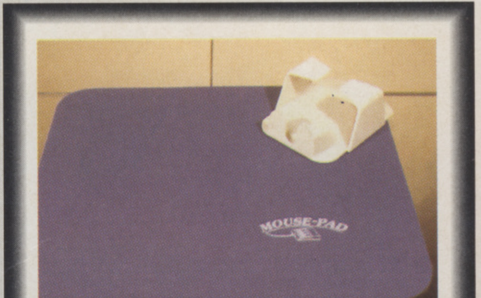

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PLUG-INS

Don't worry about all those strange holes in your new C64. It's not broken, it's just the computer's way of saying, 'plug me in!'. But to what? Well, try using your peripheral vision...

Shown below are some of the weird and wonderful hardware items that you can use with your 64. These peripherals (as they're called) give you access to areas of computing you would never have thought possible. There is life after *Terminator 2* after all…

A DISK DRIVE

All the best machines have a disk drive and the C64 is no exception. If you tire of playing games and want to try your hand at a spot of programming, one of these is vital. If you toil long and hard over a piece of code, you don't want to lose it all when you switch off the machine. A disk drive enables you to file and retrieve programs quickly and easily.

Also, while there are many great games on cartridge, you'll find that the majority of titles come on disk. So whether you program or play, a disk drive is a vital addition to your 64 set-up.

B CARTRIDGES

More and more C64 games are appearing on cartridge these days. Why? Because they load in an instant and you can produce a bigger and more complex game on cart' than you can on disk.

But games aren't the only things that come on cartridges. You can also buy carts that contain programming utilities, graphics utilities, music software – there's even a MIDI (Musical Instrument Digital Interface) cart' that enables you to plug in a keyboard and sequence music. Just like the professionals.

C JOYSTICK

If you want to play games, you'll need a joystick (and possibly two, if you want to play against a friend!). Some games can be played using the keyboard keys, but the vast majority can't, and a joystick provides much more control. If you're serious about gaming, get a 'stick. There are loads on the market, so take your pick.

D MOUSE

There are several art and design packages available for the C64, which use the screen as canvas, and an on-screen pointer as your brush or pencil. Using a joystick is okay, but for real accuracy a mouse is much the preferred option.

A mouse sits on your desk. It has buttons on top, smooth feet underneath, and a rubber ball within. As you move the mouse, the ball makes contact with the desk and rolls around. These ball movements are translated directly into pointer movements on screen. It's so simple, it's brilliant.

E MONITOR

Not a bad picture on your telly is it? But you probably find that small text is often unreadable. The picture isn't as sharp as you'd like, and colours don't look right. No, computers and TVs aren't the best of friends.

Inside your 64 is a thing called a modulator. It takes the signal from your 64 and translates it into a form that the TV can understand. This explains why the quality isn't always brilliant.

However, a dedicated monitor understands the 64 better. The 'composite video' signal needs no translation, so the picture is sharper and more colourful. And you'll never get interference (from other channels or your square-eyed parents!)

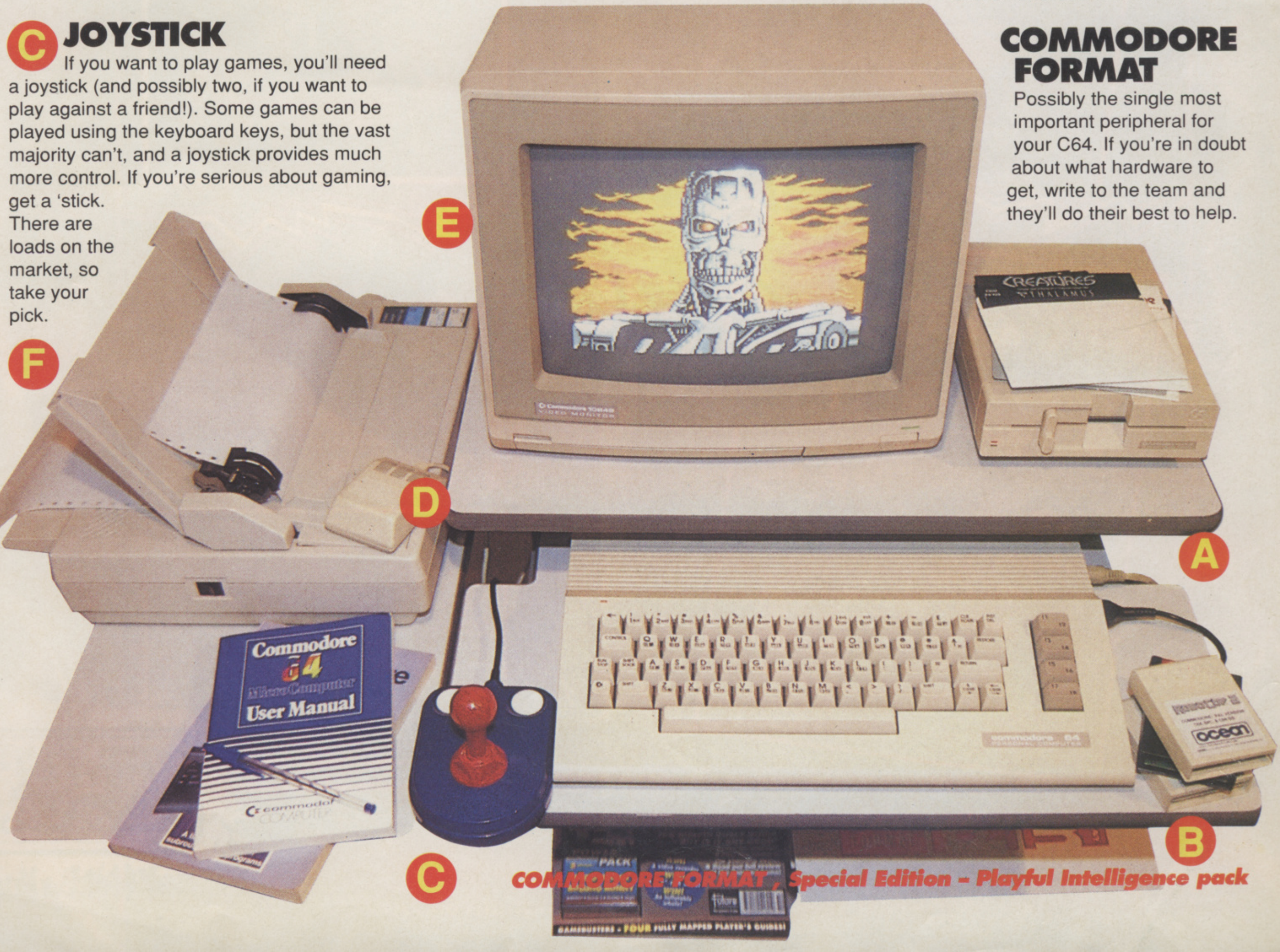
F PRINTER

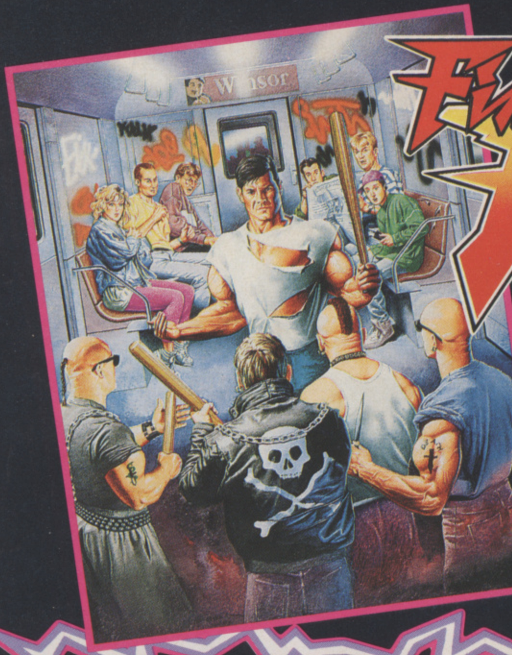
The C64 plays a mean game, but link it to a printer and you can write letters, produce leaflets with a DTP (Desk Top Publishing) package or list out your own programs. And with the right equipment, you can even produce colour pictures.

Commodore produce printers specifically for the C64, but get the correct interface and your pride and joy will talk to almost any one of the hundreds available!

COMMODORE FORMAT

Possibly the single most important peripheral for your C64. If you're in doubt about what hardware to get, write to the team and they'll do their best to help.





From City Hall to the city streets. NOTHING HITS HARDER... Jessica has been kidnapped by the lawless Mad Gear Gang and Haggar, Mayor of Metro City, must face his Final Fight.

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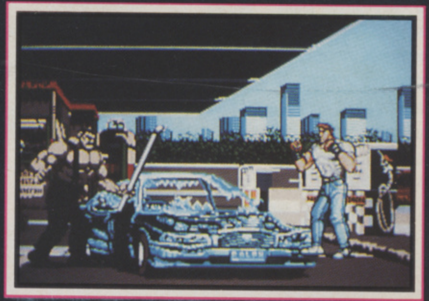

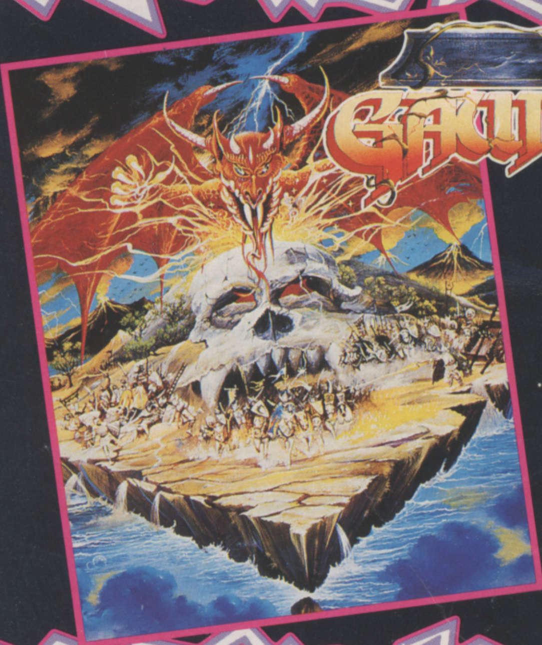

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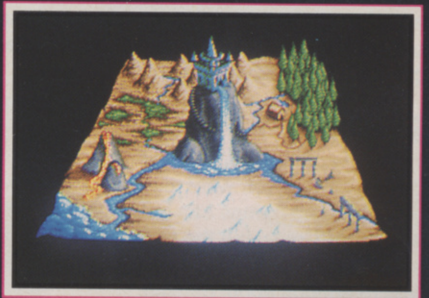

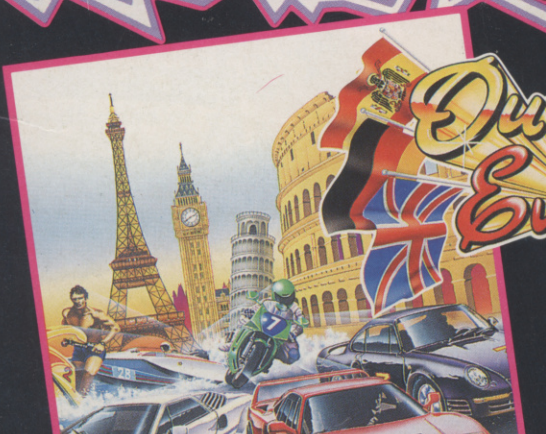

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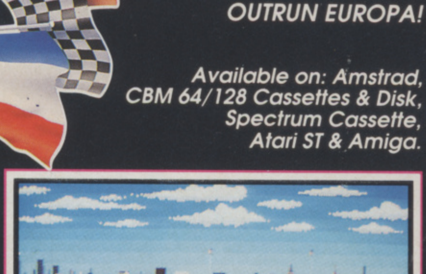

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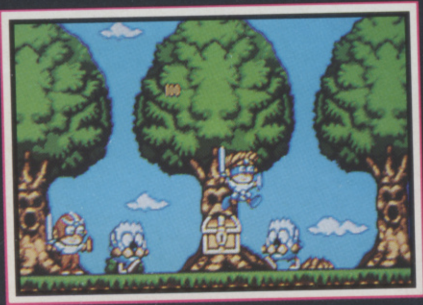

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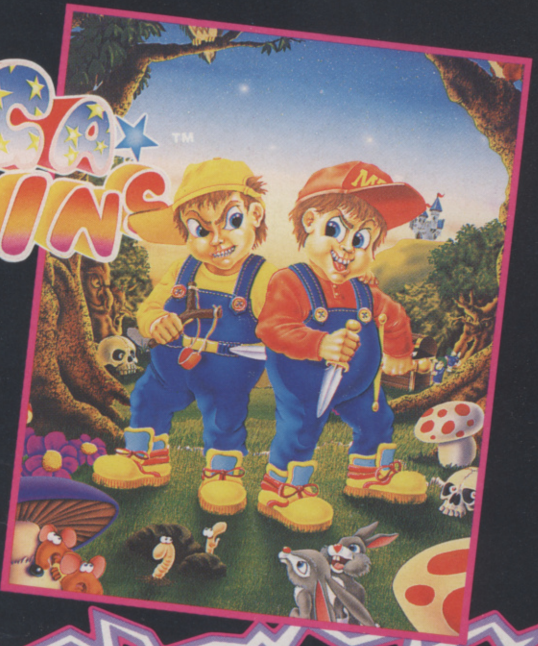

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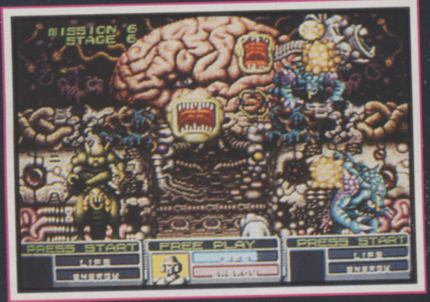

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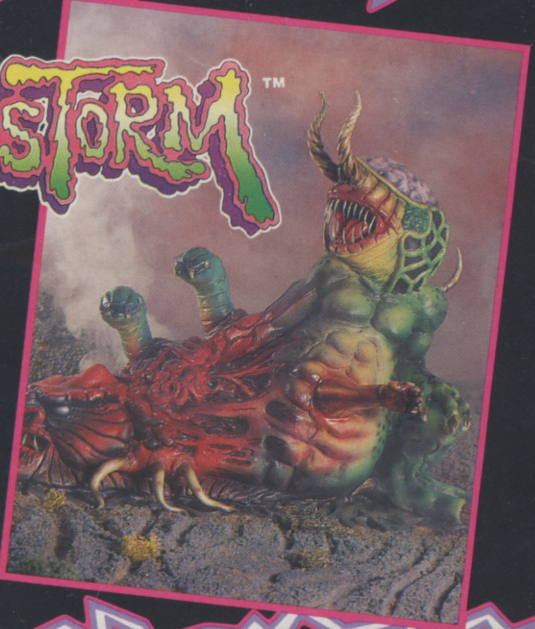

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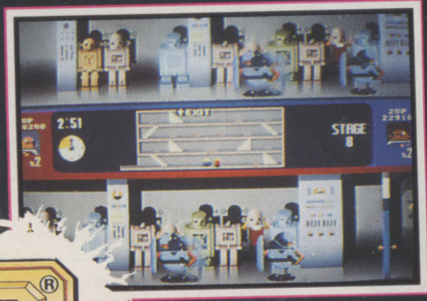

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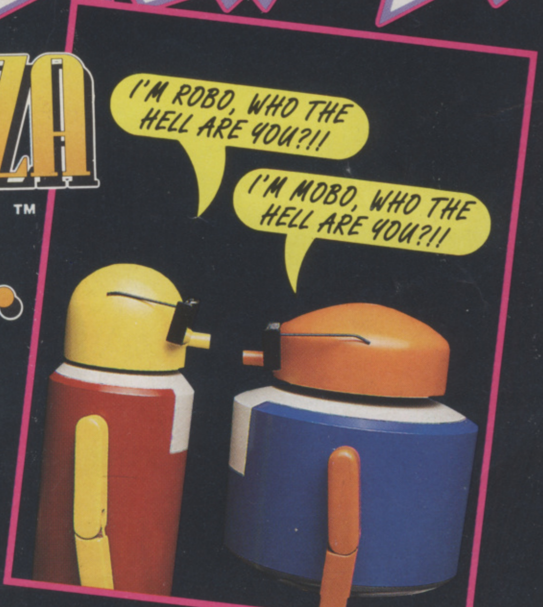
I'M ROBO, WHO THE HELL ARE YOU?!!
I'M MOBO, WHO THE HELL ARE YOU?!!

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specification.

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NAVIGATOR

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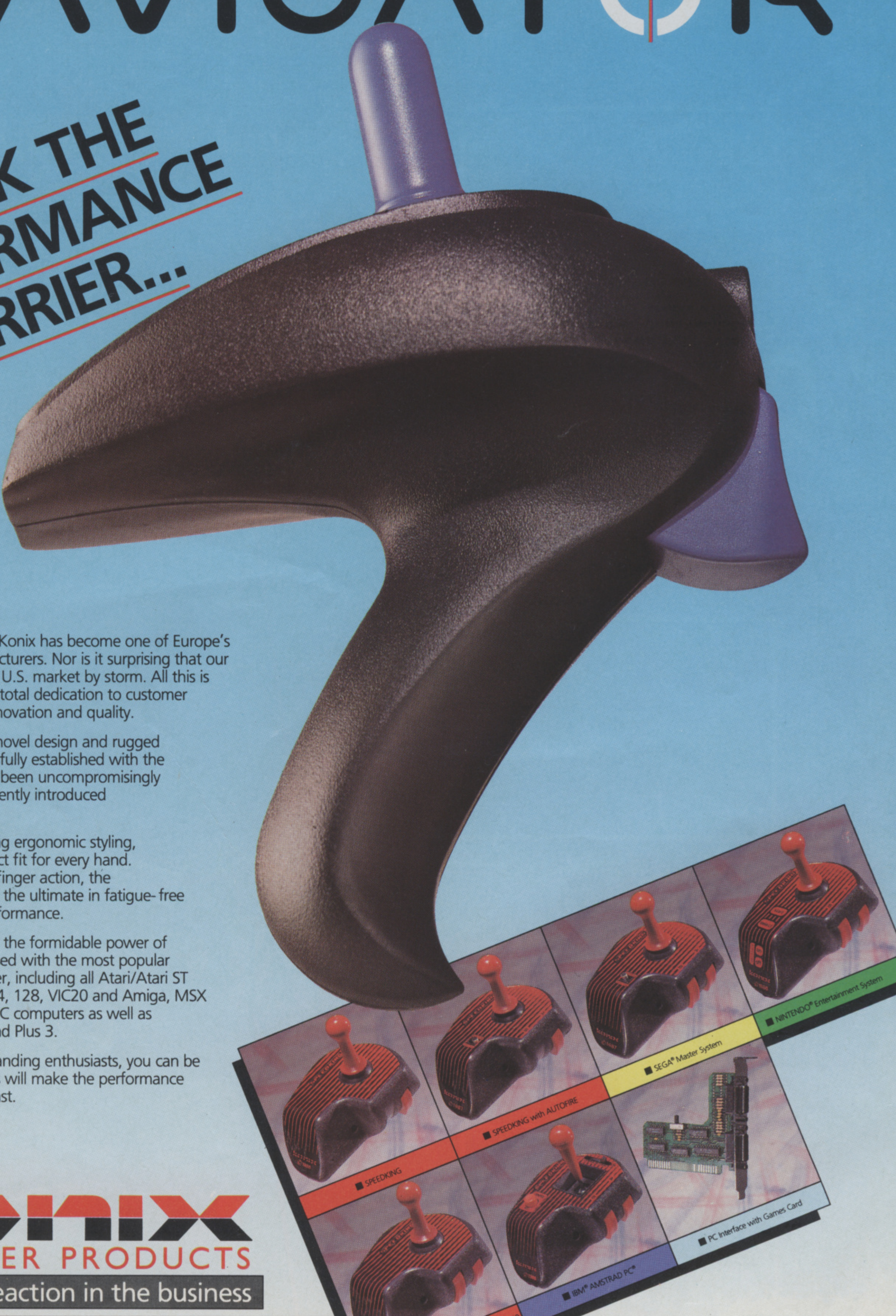
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Just like the SpeedKing, the formidable power of the Navigator can be used with the most popular types of home computer, including all Atari/Atari ST models, Commodore 64, 128, VIC20 and Amiga, MSX computers, Amstrad CPC computers as well as Spectrum Plus/Plus 2 and Plus 3.

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THE CF TOP 20

Terminator 2 ***is a bit of a stonker, but there'll come a time when you want to play something else.*** **Commodore Format** ***shows you the way with their their top 20 titles (from the hundreds available!)***

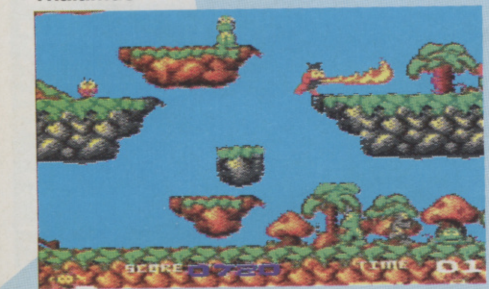
CHIP'S CHALLENGE

US Gold/Epyx

Nerdy old Chip MacCallahan has been set the task of recovering the silicon chips from 140 mazes. With slidey floors, switches, locked doors, invisible tiles, conveyor belts, and attacking insects, Chip has really got his work cut out! This has to be one of the best puzzle games ever written.

CREATURES

Thalamus



Devilishly difficult scrolling platform game in which hero Clyde has to save his fellow Fuzzies from certain death. Beautifully animated sprites, with colourful scenery and brilliant end-of-level 'torture screens'. Watch the blood flow when you fail (eurgh). All done in the best possible taste!

EXILE

Audiogenic

An arcade adventure – with knobs on. This amazing game puts you in control of a tiny spaceman who must escape from the planet he has crash-landed on. As well as shooting indigenous species, he can hurl grenades, pick up items and interact with a whole host of objects as he would in real life. An adventure which will keep you puzzling and plotting for weeks!

HUDSON HAWK

Ocean

Where the film failed the game succeeds. Bruce Willis' character gets a superior role in this scrolling platform romp, where three priceless treasures must be stolen. The graphics are very neat, the puzzles intriguing and the mission almost endless! A great little game.

LAST NINJA 3

System 3

The third instalment of this classic series. Your ninja hero must be guided around the flick-screen 3D levels, combatting evil adversaries and solving the puzzles which will enable him to defeat his long-time enemy Kunitoki. Superb oriental martial arts action, incredible attention to detail and probably the best graphics ever seen on the 64.

LOTUS ESPRIT TURBO CHALLENGE

Gremlin

Wonderful road racing action in this split-screen two-player, burn 'em up. It's fast smooth and very realistic, with hills, dips, bends, pit stops and some huge car sprites. *Lotus Esprit Turbo Challenge* is great for solo racers, but really comes into its own when played one-on-one against another person!

MIGHTY BOMB JACK

Elite

Third in the *Bomb Jack* series and best of the bunch. Steer Jack the flying bomb-defuser through horizontal and vertical screens filled with hovering baddies and fizzing explosives. Hidden screens, magical power-ups and a vast playing area adds up to a whole lot of fun.

OUT RUN EUROPA

US Gold

Take control of a variety of vehicles, including speedboat, motorbike and jetski in this frantic chase 'n' blast across Europe. Each level pits your driving skills against different landscapes and machines. Avoid the police, enemy cars, attack helicopters – and fire a few missiles of your own!

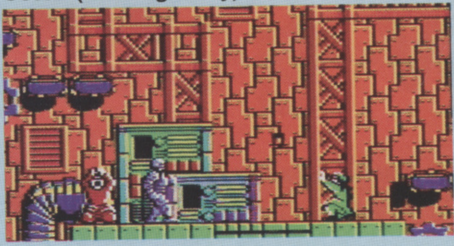
RICK DANGEROUS 2

Microstyle

There are platform games, and there are good platforms games. And then there's *Rick Dangerous II*. Rick jumps and crawls from room to perilous room, dodging spears, spiked traps, falling blocks and laser bolts. With five long and tortuous levels, *Rick Dangerous II* is a game you'll love to hate!

ROBOCOP 2

Ocean (Cartridge only)



Nothing like the movie it's based on, this scrolling platform shoot 'em up is very colourful and incredibly addictive. A real console-style game, *Robocop 2* features hidden levels, sub games and heaps of playability. Simple as that.

ROD-LAND

Storm

Cutsey platform game with a vicious streak! Tam and Rit are fairies on a mission to rescue their mom. They must clear each level of baddies and work their way to the top of Maboots tower. Great two-player platform puzzler with brilliant animation and addictive play.

SHADOW DANCER

US Gold

Super-slick Sega coin-op conversion in which you guide your ninja (and his dog) through level after level of enemy attackers. Send your dog in for the kill, use your throwing stars and prepare to unleash your ninja magic! Smart backdrops and impressive sub-levels.

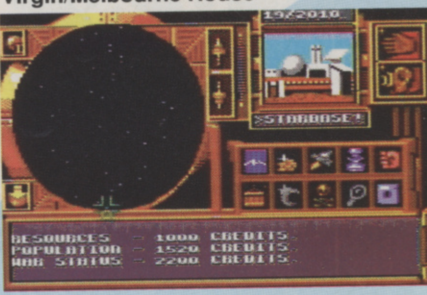
SPEEDBALL 2

Imageworks

Violent future sport simulation in a cross between American football, rugby and rollerball! Simultaneous two-player option, management screens and ultra-fast action make this the best two-player game on the 64. Utterly superb.

SUPREMACY

Virgin/Melbourne House



Ever fancied battling for control of an entire star system? Now you can. Use your cunning and strategic thought to out-manoeuvre your alien foe. Capture planets, make them habitable, mine for minerals and battle for supremacy!

TEENAGE TURTLES – THE COIN-OP

Imageworks

Konami's coin-op favourite is transferred to the 64 – and very nicely too. It wins no awards for complexity or originality, but this multi-level scrolling beat 'em up is pure class. For sound, graphics and pure fighting action, there are none better. For discerning Turtles fans, it's a must buy!

TIME MACHINE

Activision

Innovative arcade adventure in which you guide Professor Potts through six time zones. By solving puzzles you can alter the future and ensure that man evolves – otherwise you'll never get back to the present! Mind-bending, funny and beautifully put together.

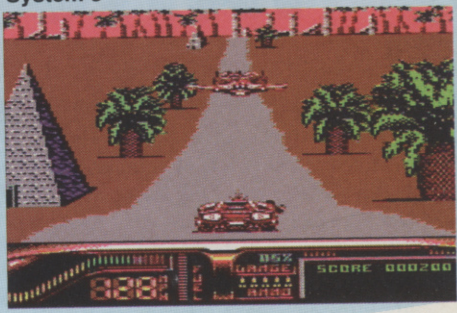
TOKI

Ocean

Toki has been transformed into an ape by evil wizard Bashtar. To restore his place in the natural order of things he must negotiate five regions of Bashtar's domain, (avoiding the traps and defeating the baddies) and face the wizard himself. The levels are large, the hazards varied and the task entertaining. A goodie and no mistake.

TURBOCHARGE

System 3



Straightforward pedal-to-the-metal stuff in this terrific road racer. The action is pure speed 'n' shoot, but the graphics and sonics are out of this world. If it's an adrenalin-pumping race game you're after, look no further than *Turbocharge*.

TURRICAN 2

Rainbow Arts

Possibly the most technically impressive 64 game to date. Stunning sci-fi shoot 'em up incorporating a variety of game styles and massive multi-way parallax scrolling levels. Not terribly difficult to complete but engrossing to play and beautiful to look at.

VOLFIED

Empire

Based on the old *Qix* coin-op, *Volfied* is simple to play yet difficult to master. Your craft draws solid lines on screen. Once an area is completely encircled, the landscape within vapourises to reveal the level beneath. Clear 80% of the screen and it's on to the next stage. Classic gameplay brought bang up to date. Neat, pretty and un-put-downable.

You've got a great

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CF8 – PREDATOR EXCLUSIVE

First *Predator* and *Viz* reviews. Full games: *Mean Streak* and *Top Duck*. Demos: *Predator* and *Elvira*

CF9 – FANTASY SPECIAL

Five roleplaying games PowerTested: *Hero Quest*, *Ultima VI*, *Death Knights of Krynn*, *Gauntlet 3* and *Wrath of the Demon*. On tape: *Zamzara*, *Bulldog* and demos of *Hero Quest* and *Fire Power*. Also *Turrican* map part 1.

CF10 – EXILE EXCLUSIVE

Massive *Exile* demo, poster and exclusive review. Also on the tape: *F1 GP Circuits* demo and complete versions of *Park Patrol* and *Anarchy*. Inside: the definitive guide to flight simulators, nine pages of tips including *Turrican* map part 2. *RBI2* and *Switch Blade* PowerTested!

CF11 – TERMINATOR 2

Switchblade and *Over The Net* demos on tape with *Pitfall II* and *Lightforce*. *Terminator 2* previewed in an Early Warning Special that includes *Out Run Europa*, *Speedball 2* and much much more!

CF12 – SPEEDBALL 2

Demos on the cover tape – 21st century sport sim *Speedball 2*! After the injury time, cute-out with *Rodland*, build up with *3D Construction Kit* and *PP Hammer* away. The classic *Spindizzy* is the complete game to top this fab issue!

CF13 – TURBOCHARGE

Exclusive demo from System 3 for our birthday issue. Plus *Hacker II*, *Sunburst* and a demo of *Rolling Ronny* on the tape. PowerTested inside: *Turbocharge*, *Alien Storm*, *Rod-Land*, *Terminator 2* and *Darkman*.

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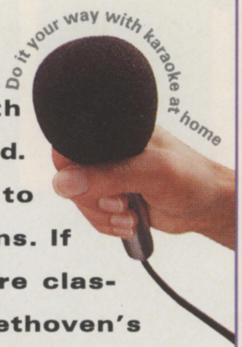
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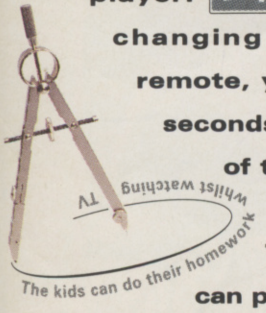
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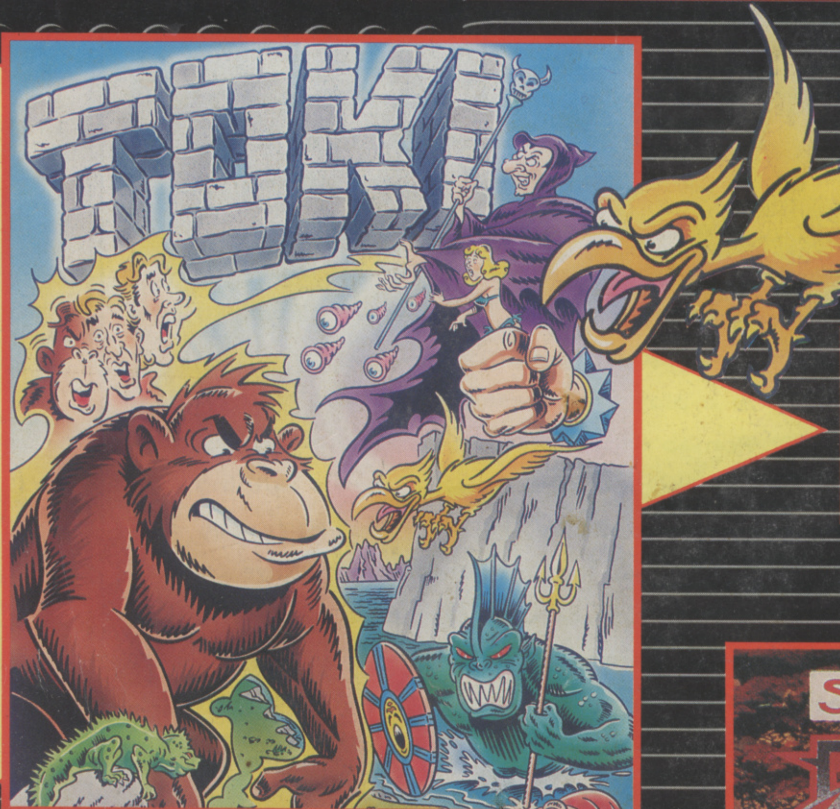

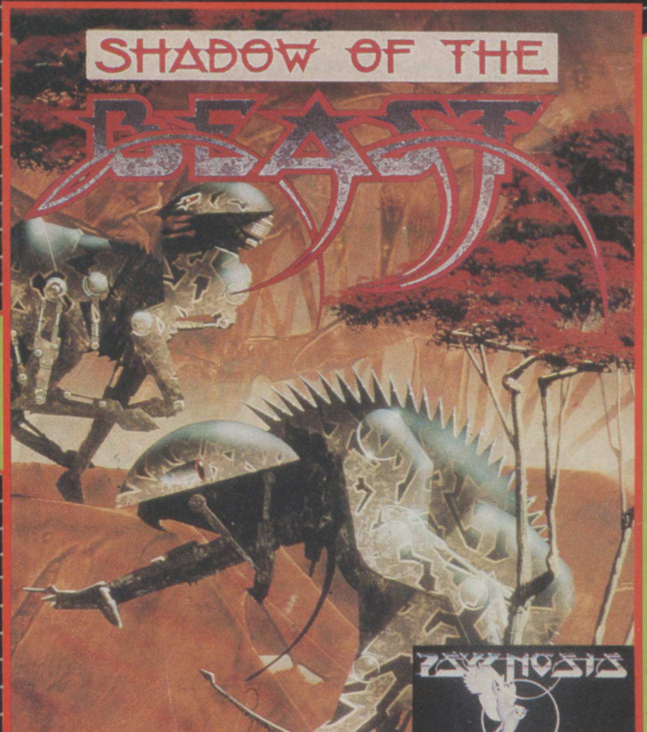
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